

FIG. 1 is a block diagram of a computer system 100. The system includes a processing unit 120, system memory 130, and various interfaces 140-170. The system memory 130 is divided into ROM 131, BIOS 133, RAM 132, operating system 134, application programs 135, other program modules 136, and program data 137. The processing unit 120 is connected to a system bus 121, which in turn connects to various interfaces: video interface 190, output peripheral interface 195, network interface 170, user input interface 160, removable non-vol. memory interface 150, and non-removable memory interface 140. The video interface 190 is connected to a monitor 191. The output peripheral interface 195 is connected to a printer 196 and speakers 197. The network interface 170 is connected to a local area network 171 and a wide area network 172. The user input interface 160 is connected to a keyboard 162 and a mouse 161. The removable non-vol. memory interface 150 is connected to a floppy disk 151 and a CD-ROM 155. The non-removable memory interface 140 is connected to a hard drive 141. The wide area network 172 is connected to a modem 173, which is in turn connected to remote computer(s) 180. The remote computer(s) 180 are connected to remote application programs 181. The system 100 also includes operating system 144, application programs 145, other program modules 146, and program data 147.

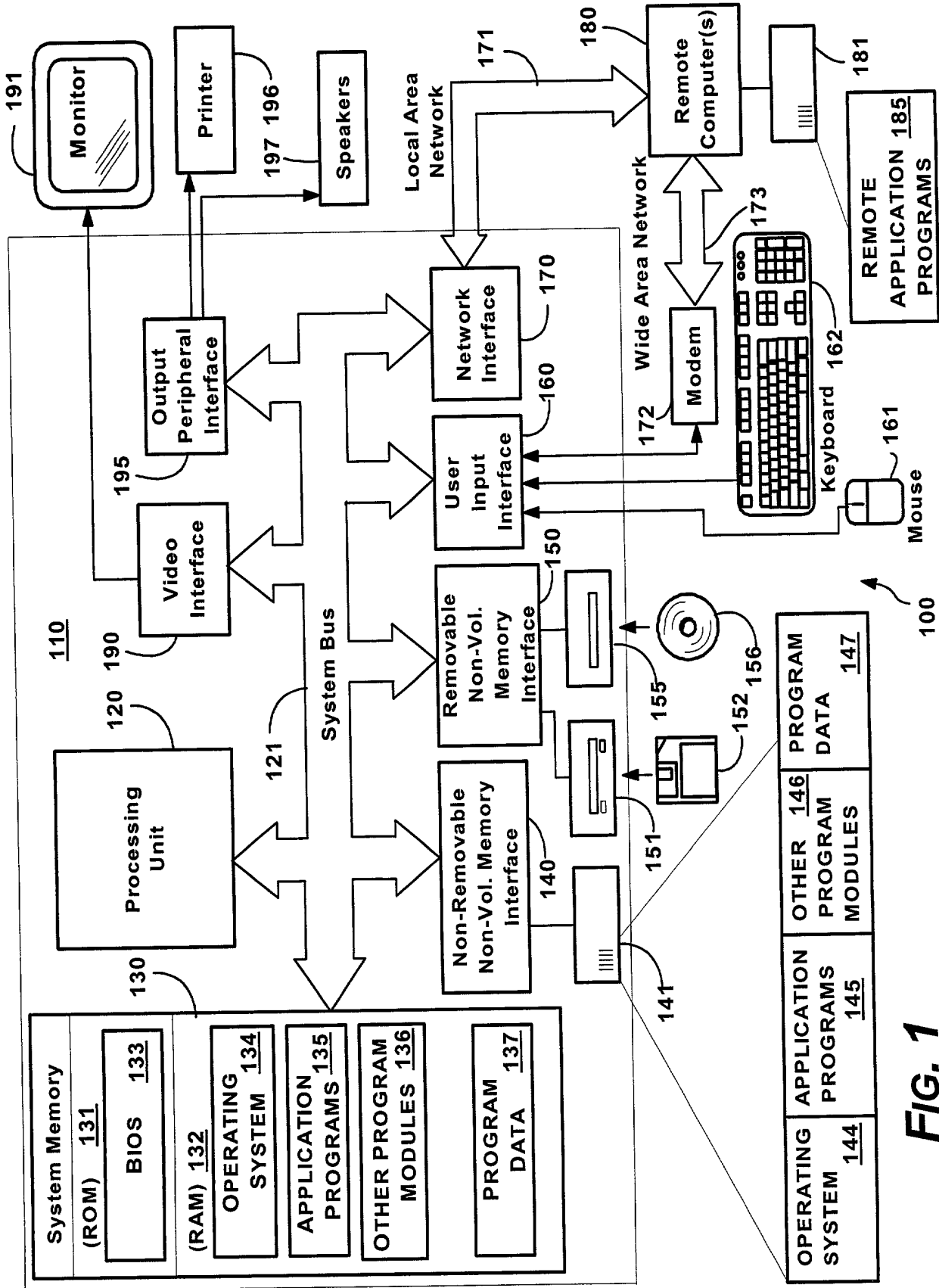


FIG. 1

FIG. 2 is a block diagram of a system architecture for testing. The system includes product developer clients (204), test components (202), thin clients (226), and various test machines (210, 212, 214).

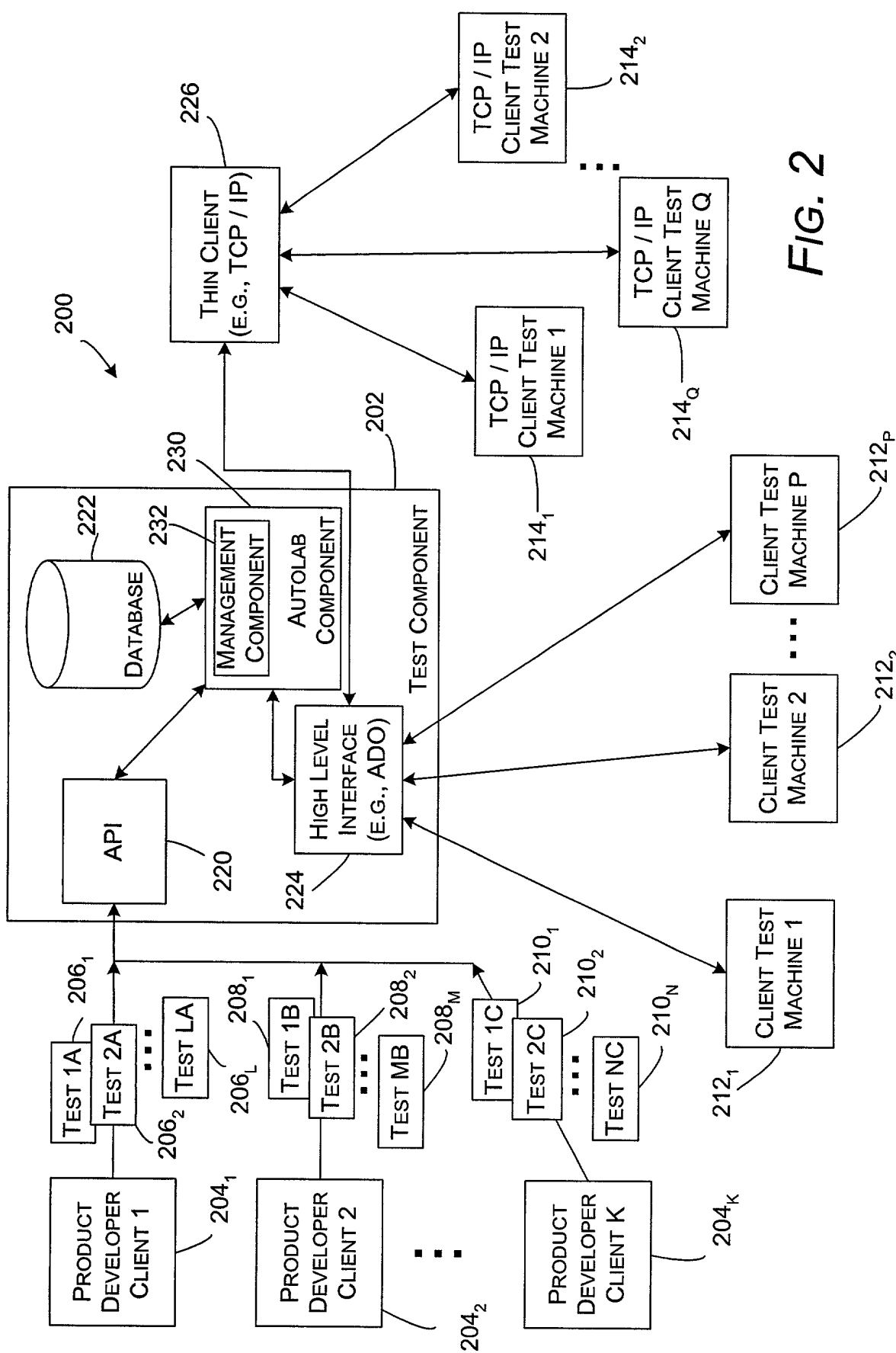


FIG. 2

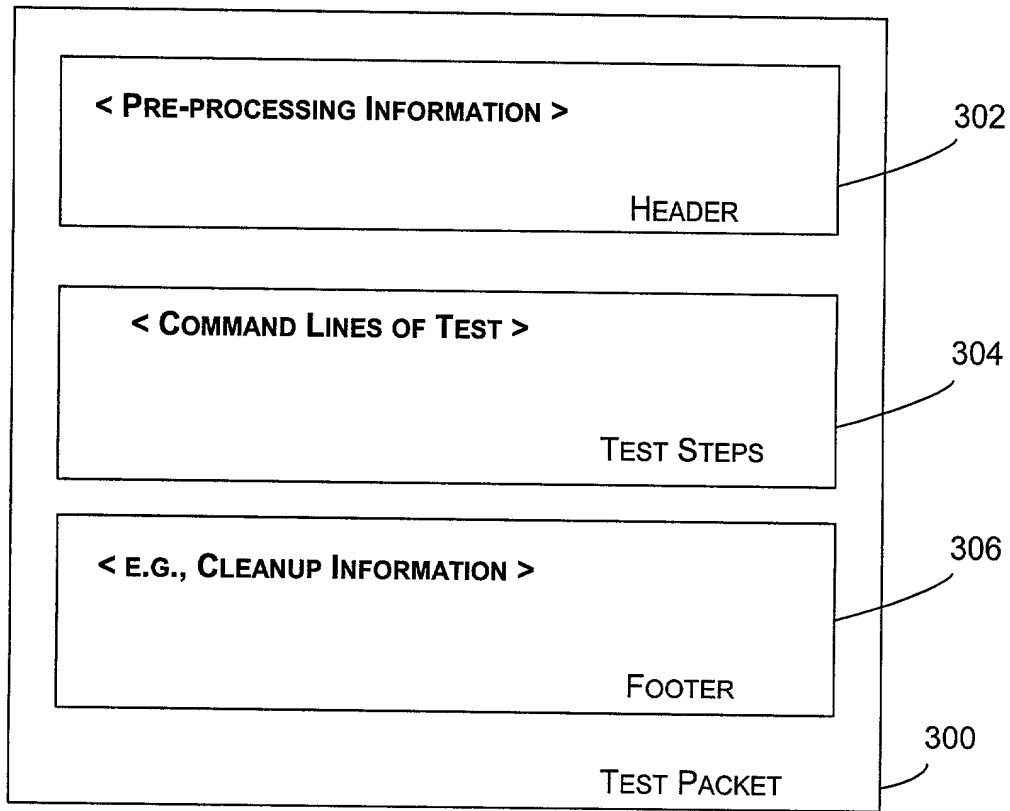


FIG. 3

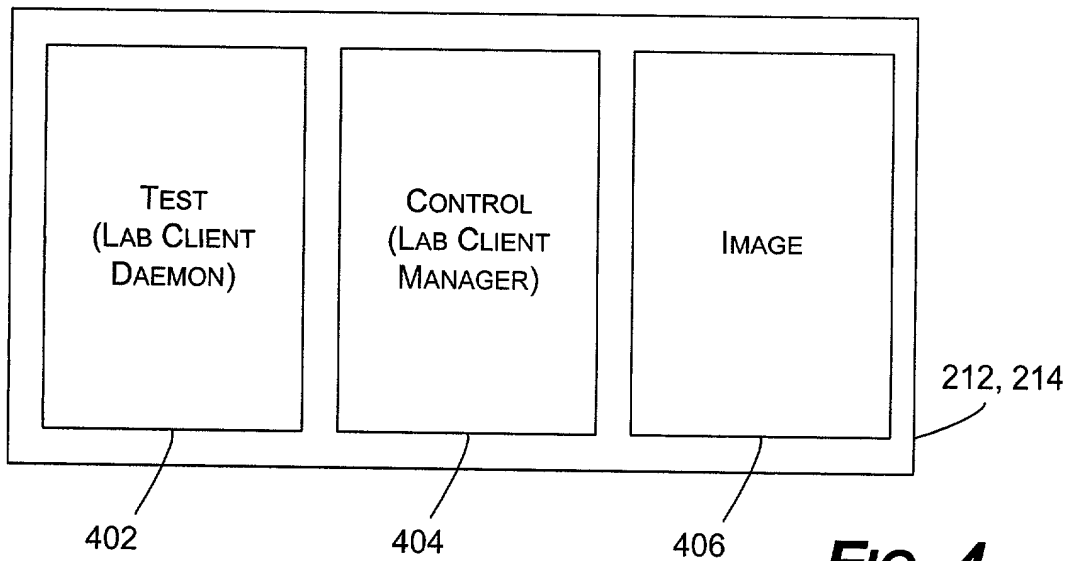


FIG. 4

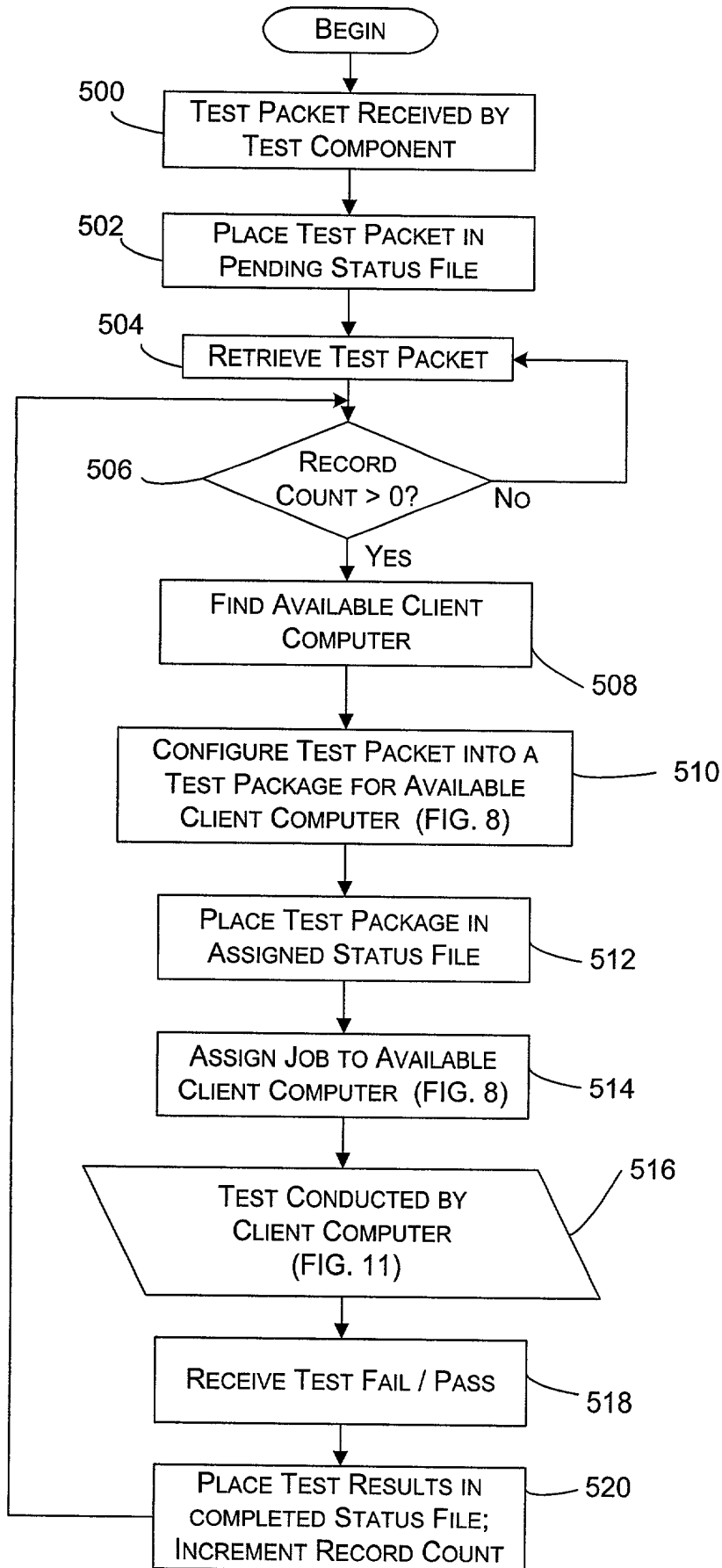


FIG. 5

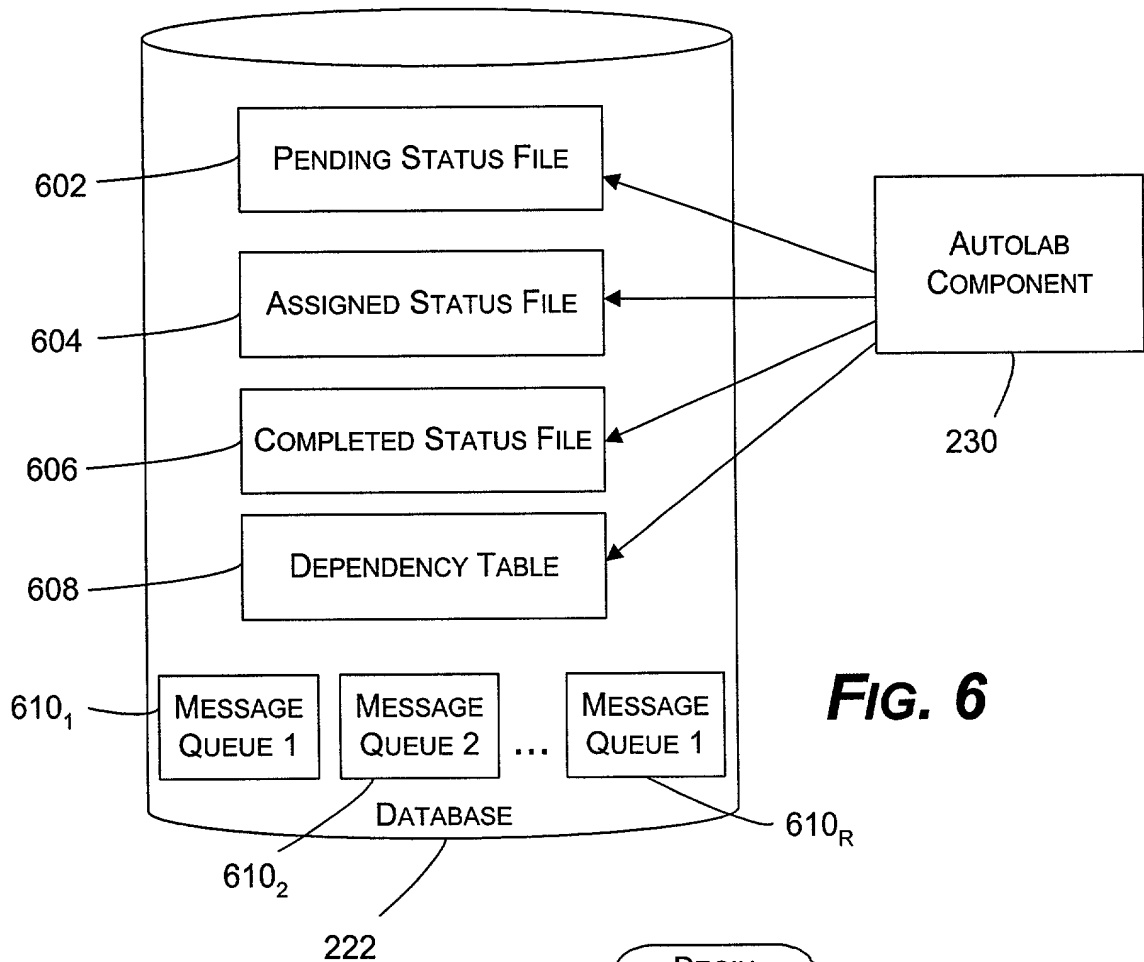


FIG. 6

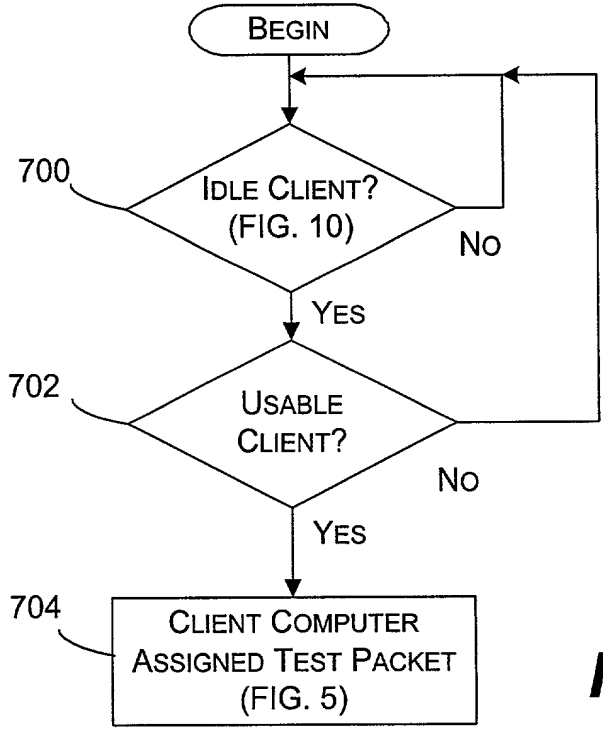


FIG. 7

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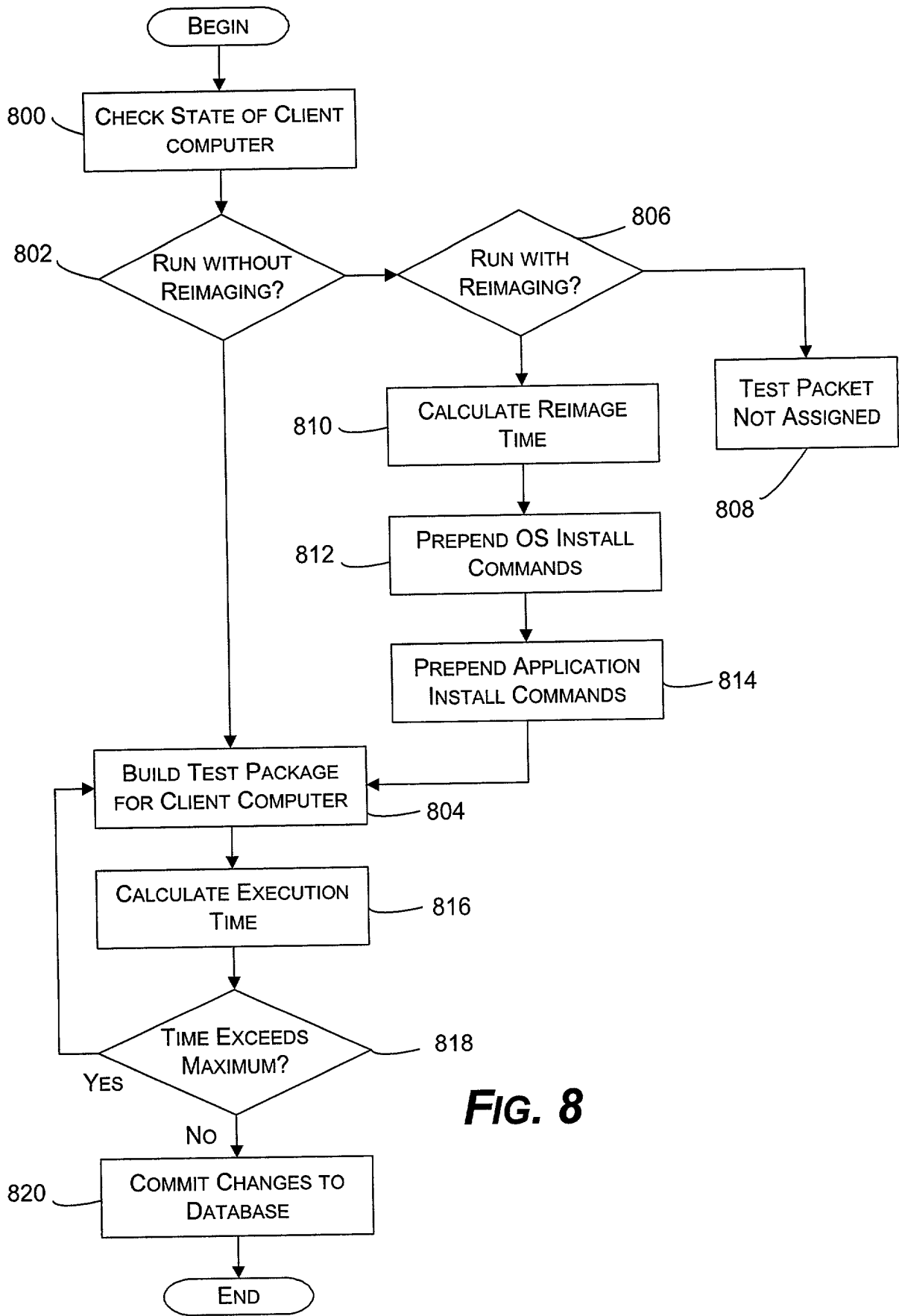


FIG. 8

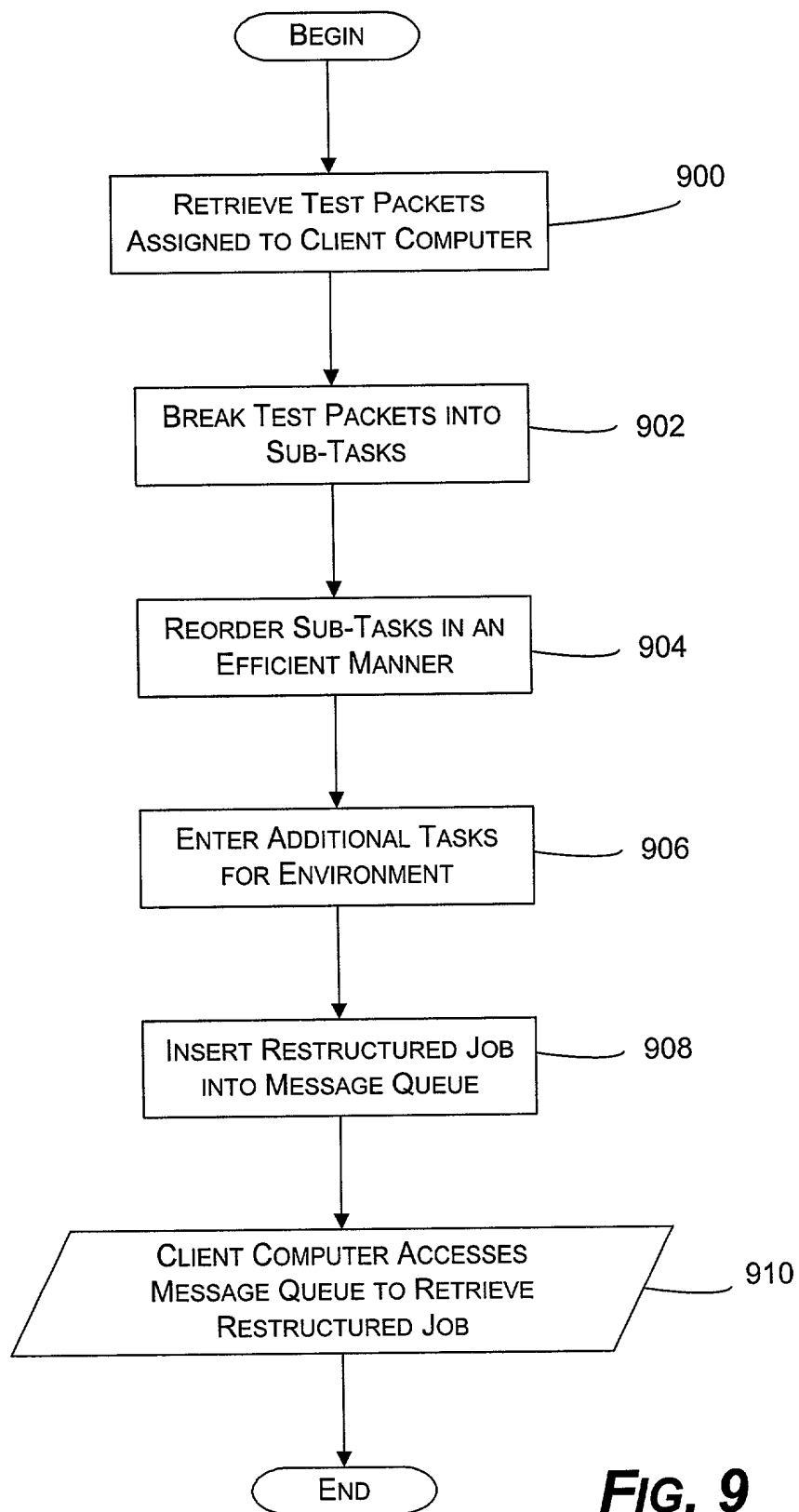


FIG. 9

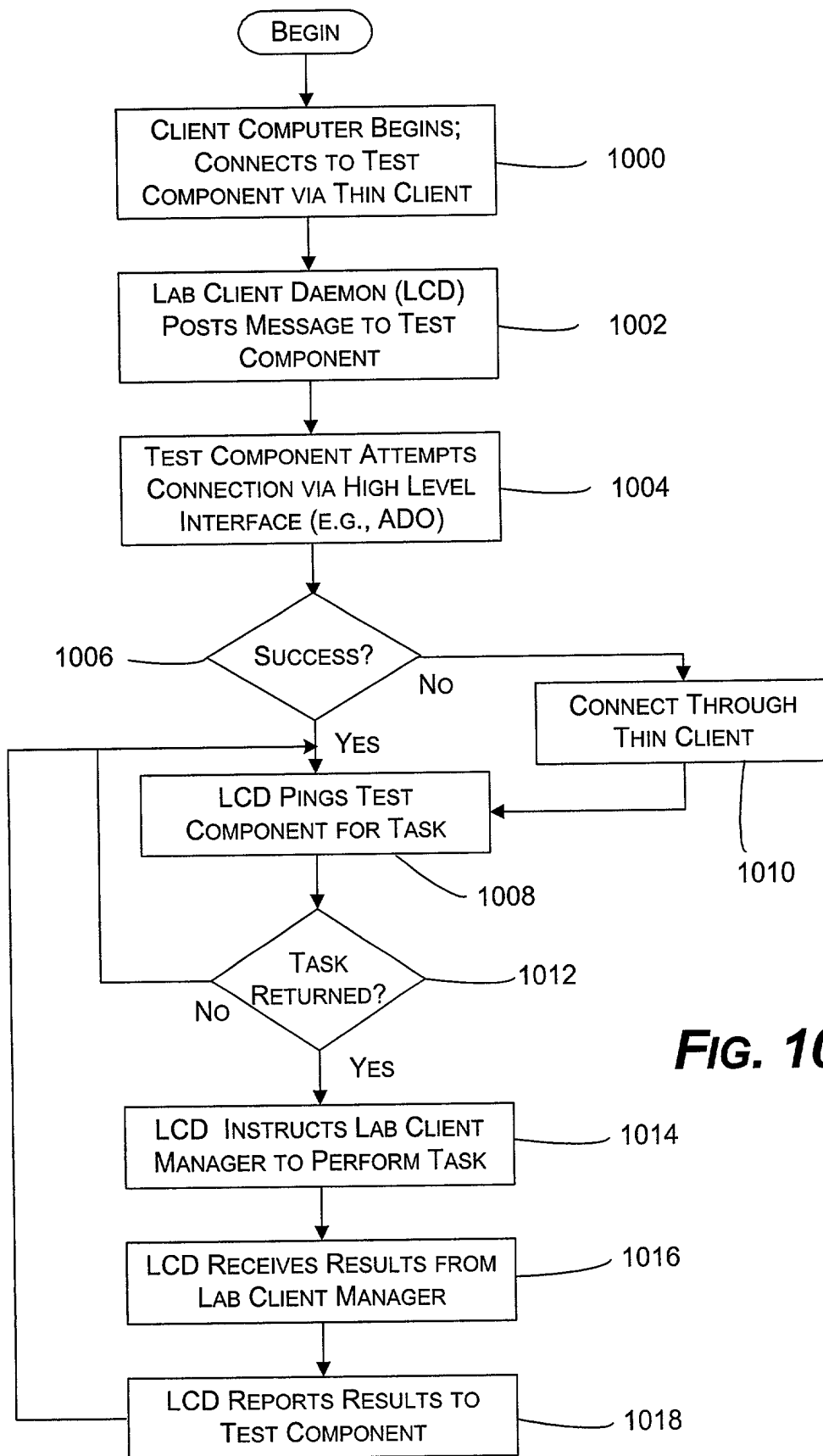


FIG. 10

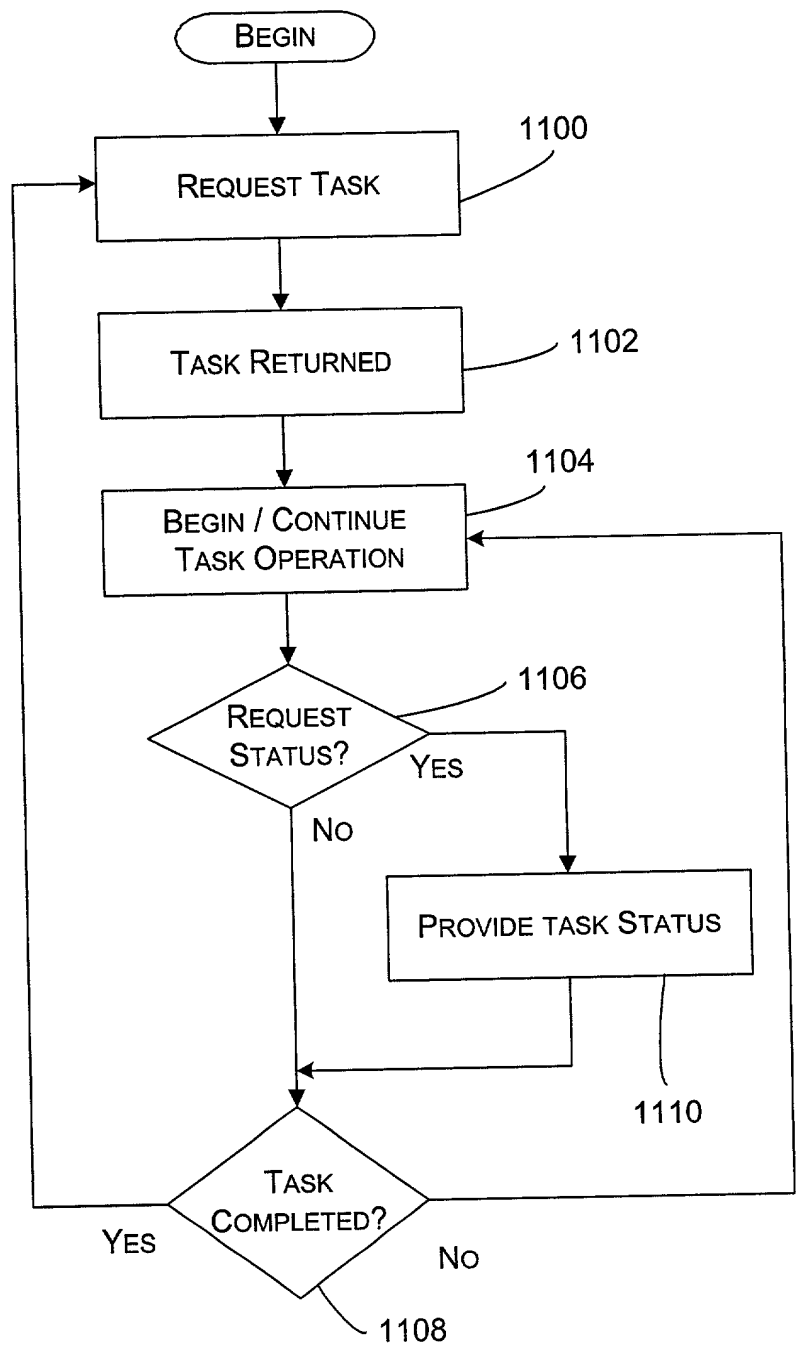


FIG. 11